Game Package

Startrek

CENTRAL DATA STARTREK

General Information

This program requires 8K bytes of memory starting at address
H2000 and also uses video display memory from address H1510
to above H1700. It executes from address H2000. A PROM
supplied with the program contains lower case letters,
startrek characters and other characters for use in chess
games, card games and other pseudo-graphic programs. The
last pages of the manual show the characters avaliable in
this PROM.

Startrek operations have 8 directions as follows:

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                    UP

                7   0   1
        LEFT    6       2       RIGHT
                5   4   3

                   DOWN
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The even numbers move you up, down, left or right as shown
above while the odd numbers move you in a direction centered
between the even numbers. All directions entered must be
integers (i.e. the direction 1.5 is invalid). The direction
of warp, impulse, photon torpedoes and antimatter pods can
be changed in mid-flight by pressing the appropriate number
key.

Screen Information

1) LONG RANGE SENSORS: in the upper left corner. Nine .
3-digit numbers give information about what is in each
quadrant surrounding the present location of the Enterprise.
The left digit gives the number of Klingons (0 to 3); the
center digit gives the number of starbases (0 or 1); and the
right digit gives the number of stars (0 to 7). Romulans
and unknowns do not appear on the long range sensors.

2) SHORT RANGE SENSORS: center screen. This shows each of
the 100 sectors of the present quadrant. Locations of the
Enterprise, any stars, starbases, unknowns or Klingons are
visible. Romulans are usually not visible. They appear
when firing upon the Enterprise or if they are damaged by
photon torpedoes.

3) A table of symbols used appears between the long range
and short range sensors.

(Items 4 through 12 are displayed on the right side of the screen.)

4) Stardate: constantly being updated.

5) Condition statement. Conditions are GREEN, DOCKED and RED. Docking is accomplished by impulsing into a starbase. Condition red is a trouble alert. If no Klingons are visible, a Romulan is in the quadrant but may not be visible. During condition red pin 13 of P4 will go to a logic high. This is OUT 6 of the 8334 I/O driver and can be used to trigger a sound generator. A slight delay in the sound is recommended to avoid triggering the sounds when warping across a "red" quadrant. This will be apparent when the game is played.

7) Sector location of Enterprise in quadrant.

8) Power available: replenished to 99% upon docking.

9) Photon torpedoes: replenished to 10 upon docking.

10) Antimatter pods: replenished to 3 upon docking. Antimatter pods totaly destroy a 3x3 group of sectors when exploded but bounce off objects until exploded. Once an antimatter pod or photon torpedo leaves the quadrant it is lost forever. Antimatter "flack" is deadly to the Enterprise but a path will be cleared when a photon torpedo is fired thru it.

11) Klingons left: a randomly starting number between 10 and 20, affected by the level of difficulity selected during initialization.

12) Command display area: most commands are executed when RETURN is pushed. The exceptions are ESCAPE to stop warp or impulse and X to explode an antimatter pod. These are immediate action commands. During the rest of the time the BACKSPACE key can be used to correct or change the command entered.

13) Command list: bottom of screen. This is a list of the commands availible. They are: Warp, Impulse, fire Phasor, fire Torpedo, Distribute power, fire Antimatter pod, eXplode pod and locate Bases. The capital letters are the actual commands. As an example, to impulse to the right you would type I2.

14) Power distribution: lower left corner of screen. This is a list of the amount of power allocated to the warp engines, long range sensors, short range sensors, deflector

shields, phasor banks and torpedo tubes. If there isn't
enough power allocated to one of these it won't function.
To set the allocation use the first letter of the name. For
example DT10 would distribute 10 units of power to the
photon torpedo tubes. Antimatter pods are fired through
these tubes so they must be functional whey you want to fire
the pods. If the total distributed power equals or exceeds
the power availible you go into an overload and a message
appears on the line below the short range sensors with a
countdown. If this count reaches 0 the Enterprise is
destroyed and the game ends.

15) Messages: bottom line of screen. Comments and
responses from the crew will appear here.

General notes

Stars cannot be damaged by phasors or torpedoes, although
bases will be destroyed by such action.

Romulans cannot be damaged by phasors. They become visible
when hit by torpedoes, and a second hit (to a visible
Romulan) will destroy it.

Klingons will be destroyed if hit by torpedoes. They can
also be destroyed if hit by phasors, but this will depend on
the level of difficulty, distance and random chance.
Anything from no damage to destruction is possible,
including minor damage, external damage, internal damage and
extensive damage. If damage is not internal or extensive,
the Klingon will move within the quadrant.

Unknowns can have several responses to a phasor or torpedo
hit. The Enterprise may be thrown into a new location in
another quadrant; Ship functions may be damaged (repairable
upon docking); The unknown may become a Klingon, a Romulan.
or a starbase. Nothing may happen.

Impulsing into a Klingon, Romulan or unknown will throw the
Enterprise into a new quadrant, while impulsing into a star
will destroy the Enterprise immediately.

When fired upon by a Klingon or Romulan, energy is taken
from the deflectors based on the level of difficulty and
distance. When the deflectors are depleated, large amounts
of energy are taken directly from the power banks and ships
functions may be damaged.

Impulse is from battery power and is the only thing that can
work if the ships computers are damaged.

Warp and phasor usage take one unit of power from the main

power reserve with each use. Other functions require power
availible but do not use any.

Items in a quadrant are rearranged upon each entry into the
quadrant but the number of each item is unchanged.

Romulans may appear in any quadrant that contains no
Klingons.

Power distribution can be optimized so that the user can do
more operations before re-docking. The best distribution
can only be found by practice, and can play a major hand in
winning at higher skill levels.